### CS5551 – ADVANCED SOFTWARE ENGINEERING

# Dr. Yugyung Lee

# **Assignment#5**

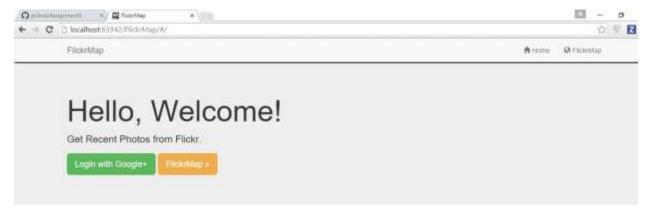
#### Submitted by Pallavi Ramineni | Class ID: 49 | 16208562

Task: Create a Mashup application with Social Login

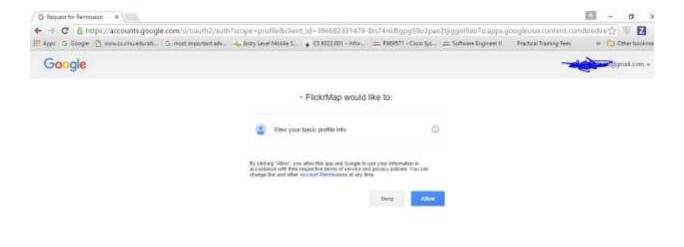
**Application Concept**: Use Geo Location API and get the current location of the user and using those coordinates to fetch most recent images from Flickr using Flickr API and mark those Photos on Google Maps.

#### Steps:

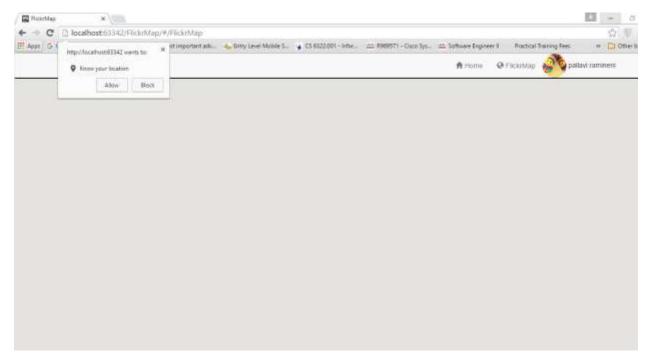
- 1. Create an AngularJS application on WebStorm.
- 2. Create Views for home and mashup application and their controllers are defined in app.js
- 3. Login to Google Developer Console and create a New Project and enable Google+ API and set the credentials like Type of Application (Mobile/Web) and authorized URLs and redirect URLs and obtain Client ID.
- 4. In the home page, place a button for Login with google and associate it with ng-click login() method. Whenever user clicks on that button, login function of homeController is called.



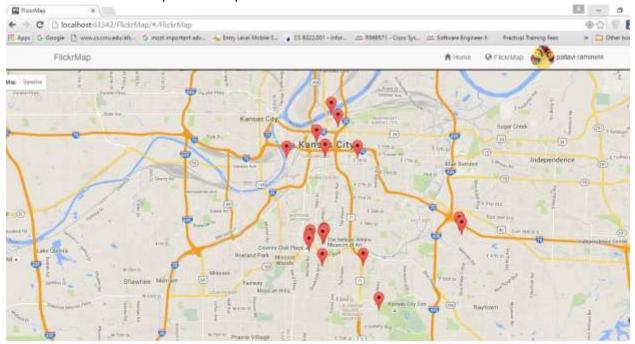
5. The login function contains ClientID, Scope of the information application collects, redirection url upon successful authentication. Upon successful authentication, Google returns an access token to access the information of the user. The user is redirected to FlickrMap route.



- 6. Using rootScope, the access token is passed to FlickrController and a REST call is made to GoogleAPI url and the data returned is parsed and inserted into the DOM.
- 7. Whenever the FlickrMap route is loaded, it requests for the User current coordinates, upon approval, these Coordinates are reverse geocoded and the current city name and state are extracted and these strings along with some extra parameters are passed to Flickr photo search API to get the response. The response is parsed and information like Fard ID, Server ID, Photo ID, Photo Secret, latitude and longitude are stored in the form of an array.



8. Now the markers are pointed on the map by iterating the array over latitude and longitude which are obtained in the previous step.



9. Whenever a marker is clicked, the photo taken at that specific location is shown in information window.

